



BLOBS

By David Sevilla and Nicholas Gattuso



Idea

- A simple game, featuring a board with colored tiles
- Goal: Fill the entire grid with your assigned color.
- Winning is based on the luck of the board, and some tile picking strategy

Implementation

- The ColorGrid class has a 2D array of JLabels, set to specific colors.
- Tile colors are randomized at the start, default black or white
- Variable board size via user input
- GridLayout for tiles
- Recursive algorithm for filling in board
 - *Picking all adjacent tiles of a different color*
- Option to change tile color for yourself

Future additions

- More colors to choose from
- Potentially more than 2 players
- Updated message strings (still says default black and white)
- Not let user change their color to the same as their opponent

Contributions

- David:

- *Idea*
- *Most work done: MyColor, ColorGrid*
- *About 6 hours*

- Nick:

- *Most work done: Blobs, BlobsMouseListener*
- *About 6 hours*